

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	65	713/163.CCLS. and @ad<="19990921"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 08:45
L2	1934	370/329.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 08:45
L3	220	713/163.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 08:46
L4	643	(348/14.08).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/30 08:46
L5	1257	(348/14.01).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/30 08:46
L6	275	(713/162).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/30 08:46
L7	481	(380/278).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/30 08:46
L8	1186	(380/277).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/30 08:49
L9	301	(348/14.09).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/30 08:56

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L10	643	(348/14.08).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/30 08:56
L11	75	(348/14.06).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/30 08:56
L12	158	(348/14.05).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/30 08:56
L13	301	(348/14.09).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/30 08:57
L14	145	(348/14.04).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/30 08:59
L15	2	("5737011").PN.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/30 09:00
L17	301	(348/14.09).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/30 09:27
L18	0	1 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:05
L19	0	2 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:05
L20	0	3 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:05

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L21	0	4 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:05
L22	0	5 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:05
L23	0	6 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:06
L24	0	7 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:06
L25	0	8 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:06
L26	0	9 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:07
L27	0	10 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:07
L28	0	11 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:07
L29	0	12 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:07
L30	0	13 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:07

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L31	0	14 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:07
L32	0	15 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:07
L33	0	16 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:07
L34	0	17 and (virtual near channel) and (remaining near expiration near time)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/03/30 10:07


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» Key

IEEE JNL IEEE Journal or Magazine

IET JNL IET Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IET CNF IET Conference Proceeding

IEEE STD IEEE Standard

View: 1-25 | 26-5

- ☐ **1. Four-way Video Conference in Home Server for Digital Home**
 Intark Han; Hong-Shik Park; Young-Woo Choi; Kwang-Roh Park;
Consumer Electronics, 2006. ISCE '06. 2006 IEEE Tenth International Sympos
 28-01 June 2006 Page(s):1 - 6
 AbstractPlus | Full Text: [PDF\(200 KB\)](#) IEEE CNF
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- ☐ **2. A multimedia video conference system: using region base hybrid coding**
 Hsu-Tung Chen; Po-Cheng Wu; Yeong-Kang Lai; Liang-Gee Chen;
Consumer Electronics, IEEE Transactions on
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- ☐ **3. A dynamic scalable service model for SIP-based video conference**
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Computer Supported Cooperative Work in Design, 2005. Proceedings of the N
Conference on
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- ☐ **4. Vibration-based interface for remote object manipulation in video confere**
 Ito, T.;
Robot and Human Interactive Communication, 2004. ROMAN 2004. 13th IEEE
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- ☐ **5. Design, implementation and performance measurement of multi-point vid**
bridge (MPVCB) over ATM switch
 Lung-Sing Liang; Shyr-Yuan Cheng; Yu-Huang Chu; Sung-Hua Wen; Nai-Bin I
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21-23 Jan. 1998 Page(s):290 - 293
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- ☐ **7. MCU system software in video conference network**
Yangzhen Zou; Changjia Chen;
[Communication Technology Proceedings, 1996. ICCT'96., 1996 International C](#)
5-7 May 1996 Page(s):173 - 177 vol.1
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- ☐ **8. An application gateway to deploy high-quality video communications in \ environments**
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23-27 Jan. 2006 Page(s):4 pp.
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- ☐ **9. Face and eye rectification in video conference using affine transform**
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Jung, D.B.; Park, C.; Kang, T.W.; Choi, J.K.; Hong, S.W.;
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- ☐ **14. Video-conferencing and data traffic over an IEEE 802.11g WLAN using Diffusion-Based Routing**
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- ☐ **15. The video conference service in an intelligent broadband network: design and performance analysis in the control plane**
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- ☐ **16. Design and implementation of a predictable high-throughput video conference system**
Meng-Huang Lee; Chia-Hsiang Chang; Meng Chang Chen; Jan-Ming Ho; Ming-Yang Oyang; Kuo-Hui Tsai; Shie-Yuan Wang;
Consumer Electronics, IEEE Transactions on
Volume 42, Issue 1, Feb. 1996 Page(s):63 - 70
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- ☐ **18. Video conference over HF packet radio channels**
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Chia-Wen Lin; Wen-Hao Wang; Ming-Ting Sun; Jeng-Neng Hwang;
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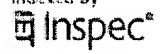
- ☐ **20. Using distributed servers to provide distributed home theatre services**
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- ☐ **21. Provision of the broadband video conference service via the integration of ISDN paradigms**
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- ☐ **22. Providing video conferencing for the mobile user**
Meggers, J.; Bautz, G.; Sang-Bum Park, A.;
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- ☐ **23. A predictable high-throughput file system for video conference recording**
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- ☐ **24. IEEE Societies: education is going for the Web**
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- ☐ **25. Evaluation of the Cable Modem Technology DOCSIS 1.0 in an MMDS Access Video Conference Services**
Lopez Pastor, E.T.; Abdalla, H.; Molinaro, L.F.R.;
Latin America Transactions, IEEE (Revista IEEE America Latina)
Volume 1, Issue 1, Oct 2003 Page(s):1 - 1
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1 [Multipoint audio and video control for packet-based multimedia conferencing](#)



F. Gong

 October 1994 **Proceedings of the second ACM international conference on Multimedia MULTIMEDIA '94**

Publisher: ACM Press

Full text available: [pdf\(979.60 KB\)](#)
 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

With the advent of broadband integrated services data network (B-ISDN) technologies such as Asynchronous Transfer Mode (ATM) networks, packet-based multimedia (e.g., live audio and video, animation, and text) conferencing is becoming a viable means for achieving virtual proximity, which enables us to overcome the physical separation in space and time and to interact more effectively in our science and engineering endeavors. To bring about the reality of virtual proximity, many technical iss ...

2 [A performance analysis of the IBM subsystem control block architecture in a video conferencing environment](#)



Khoa D. Huynh, Taghi M. Khoshgoftaar

 September 1993 **Proceedings of the first ACM international conference on Multimedia MULTIMEDIA '93**

Publisher: ACM Press

Full text available: [pdf\(91.36 KB\)](#)
 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

3 [Are you looking at me? Eye contact and desktop video conferencing](#)



David M. Grayson, Andrew F. Monk

 September 2003 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 10 Issue 3

Publisher: ACM Press

Full text available: [pdf\(589.21 KB\)](#)
 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Mutual gaze is an important conversational resource, but is difficult to provide using conventional video conferencing equipment due to the disparity between the position of the camera and the position of the eyes on the screen. Various elaborate inventions have been proposed to get around this problem but none have found wide use. The alternative explored here is that these expensive alternatives may be unnecessary. Users of conventional desktop video equipment may, under the right conditions, ...

Keywords: Video conferencing, eye contact; gaze awareness

4 An immersive 3D video-conferencing system using shared virtual team user environments



Peter Kauff, Oliver Schreer

September 2002 **Proceedings of the 4th international conference on Collaborative virtual environments CVE '02**

Publisher: ACM Press

Full text available: pdf(1.64 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Videoconferencing is going to become attractive for geo-graphically distributed team collaboration, specifically to avoid travelling and to increase flexibility. Against this background this paper presents a next generation system - a 3D videoconference providing immersive tele-presence and natural representation of all participants in a shared virtual meeting space to enhance quality of human-centred communication. This system is based on the principle of a shared virtual table environment, whi ...

Keywords: 3D video processing, MPEG-4 video coding, arbitrarily shaped video objects, disparity estimation, image based rendering, next generation video conference, presence research, shared virtual table environment, tele-cubicles, tele-immersion

5 New directions in video conferencing: GAZE-2: conveying eye contact in group video conferencing using eye-controlled camera direction



Roel Vertegaal, Ivo Weevers, Changuk Sohn, Chris Cheung

April 2003 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '03**

Publisher: ACM Press

Full text available: pdf(2.25 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

GAZE-2 is a novel group video conferencing system that uses eye-controlled camera direction to ensure parallax-free transmission of eye contact. To convey eye contact, GAZE-2 employs a video tunnel that allows placement of cameras behind participant images on the screen. To avoid parallax, GAZE-2 automatically directs the cameras in this video tunnel using an eye tracker, selecting a single camera closest to where the user is looking for broadcast. Images of users are displayed in a virtual meet ...

Keywords: attentive user interfaces, eye contact, eye tracking, gaze, multiparty video conferencing

6 Blur filtration fails to preserve privacy for home-based video conferencing



Carman Neustaedter, Saul Greenberg, Michael Boyle

March 2006 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 13 Issue 1

Publisher: ACM Press

Full text available: pdf(7.15 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Always-on video provides rich awareness for distance-separated coworkers. Yet video can threaten privacy, especially when it captures telecommuters working at home. We evaluated video blurring, an image masking method long touted to balance privacy and awareness. Results show that video blurring is unable to balance privacy with awareness for risky situations. Reactions by participants suggest that other popular image masking techniques will be problematic as well. The design implication is that ...

Keywords: Telecommuting, awareness, video conferencing

7 A video conference network management system

D. Bandyopadhyay, H. Chen, S. Nediaklov, D. Tam

May 1998 **International Journal of Network Management**, Volume 8 Issue 3

Publisher: John Wiley & Sons, Inc.

Full text available:  pdf(231.22 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Setting up either one or multiple conferences and managing the various devices can be a very difficult task. In this article a newly developed distributed video conference management system is explained and tested. © 1998 John Wiley & Sons, Ltd.

8 Look: MultiView: spatially faithful group video conferencing

David Nguyen, John Canny

April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '05**

Publisher: ACM Press

Full text available:  pdf(1.89 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

MultiView is a new video conferencing system that supports collaboration between remote groups of people. MultiView accomplishes this by being *spatially faithful*. As a result, MultiView preserves a myriad of nonverbal cues, including gaze and gesture, in a way that should improve communication. Previous systems fail to support many of these cues because a single camera perspective warps spatial characteristics in group-to-group meetings. In this paper, we present a formal defini ...

Keywords: deixis, eye contact, gaze, spatial faithfulness, video conferencing

9 Late breaking results: short papers: eyeView: focus+context views for large group video conferences

Tracy Jenkin, Jesse McGeachie, David Fono, Roel Vertegaal

April 2005 **CHI '05 extended abstracts on Human factors in computing systems CHI '05**

Publisher: ACM Press

Full text available:  pdf(1.75 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we describe the design of eyeView, a video conferencing system that uses participant looking behavior to determine the size of online video conferencing windows. The system uses an elastic windowing algorithm that enlarges the image of the person most looked at by others, while maintaining a contextual view of other remote participants. eyeView measures interest by gauging whom participants look at using an eye tracker embedded in the display. Users can enter side conversations by ...

Keywords: attentive user interfaces, computer supported cooperative work, eye tracking, video conferencing

10 An adaptive delay and synchronization control scheme for Wi-Fi based audio/video conferencing

Haining Liu, Magda El Zarki

July 2006 **Wireless Networks**, Volume 12 Issue 4

Publisher: Kluwer Academic Publishers

Full text available:  pdf(603.43 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The prevalence of the IEEE 802.11 b technology has made Wi-Fi based Audio/Video (AV) conferencing applications a viable service. However, due to the "best-effort" transport service and other unpredictable factors such as user mobility, location and background traffic, the transport channel behavior often fluctuates drastically. It thus becomes rather difficult to configure an appropriate de-jitter buffer to maintain the temporal fidelity of the AV presentation. We propose in this paper an adapti ...

Keywords: AV conferencing, Wi-Fi, adaptive delay, synchronization control

11 Autoregressive video conference models

A. Alheraish

September 2004 **International Journal of Network Management**, Volume 14 Issue 5

Publisher: John Wiley & Sons, Inc.

Full text available:  pdf(122.72 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Video conferencing is an important application that has been extensively used in IP, ATM networks, and TV broadcasting as a means of interactive communications.

Teleconferencing video traffic consists of video scenes in which one or more people are talking with low to medium motion and almost unchanged background. To reflect the properties of video signals in the design of communication and transmission networks, modeling this teleconference video has received considerable attention. For over a d ...

12 Short Talks: GAZE-2: an attentive video conferencing system



Roel Vertegaal, Ivo Weevers, Changuk Sohn

April 2002 **CHI '02 extended abstracts on Human factors in computing systems CHI '02**

Publisher: ACM Press

Full text available:  pdf(440.08 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

GAZE-2 is an attentive video conferencing system that conveys whom users are talking to by measuring whom a user looks at and then rotating his video image towards that person in a 3D meeting room. Attentive Videotunnels ensure a parallax-free image by automatically broadcasting the feed from the camera closest to where the user looks. The system allows attentive compression by reducing resolution of video and audio feeds from users that are not being looked at.

Keywords: CSCW, attentive Interfaces, eye tracking, gaze, video conferencing

13 Video conferencing as a technology to support group work: a review of its failures



Carmen Egido

January 1988 **Proceedings of the 1988 ACM conference on Computer-supported cooperative work CSCW '88**

Publisher: ACM Press

Full text available:  pdf(1.22 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Teleconferencing systems and services, are the main set of technologies developed thus far to support group work. Within this set of technologies, videoconferencing is often thought of as a new, futuristic communication mode that lies between the telephone call and the face-to-face meeting. In fact, videoconferencing has been commercially available for over two decades, and, despite consistently brilliant market forecasts, to date it has failed to succeed except in limited niche mar ...

14

Software design, languages and systems: A compression scheme for video

conferencing

Sanmati Kamath

March 2005 **Proceedings of the 43rd annual southeast regional conference - Volume 2 ACM-SE 43**

Publisher: ACM Press

Full text available: pdf(302.57 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

Most compression schemes today compress one video at a time. This works well in most cases. However, in situations where more than one video streams originate from a location, for example, in video conferences and remote surveillance applications, better compression can be achieved by implementing specialized schemes which exploit redundancies in portions of the video without motion and static background between consecutive video frames. Work has been done towards building a low-complexity codec ...

15 New directions in video conferencing: Effects of head-mounted and scene-oriented video systems on remote collaboration on physical tasks



Susan R. Fussell, Leslie D. Setlock, Robert E. Kraut

April 2003 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '03**

Publisher: ACM Press

Full text available: pdf(597.01 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This study assessed the value of two video configurations-a head-mounted camera with eye tracking capability and a scene camera providing a view of the work environment-on remote collaboration on physical (3D) tasks. Pairs of participants performed five robot construction tasks in five media conditions: side-by-side, audio-only, head-mounted camera, scene camera, and scene plus head cameras. Task completion times were shortest in the side-by-side condition, and shorter with the scene camera than ...

Keywords: video-conferencing

16 Applying videogame technologies to video conferencing systems



Toshikazu Nishimura, Hideyuki Nakanishi, Chikara Yoshida, Toru Ishida

February 1998 **Proceedings of the 1998 ACM symposium on Applied Computing SAC '98**

Publisher: ACM Press

Full text available: pdf(555.44 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**Keywords:** 3-D space, CSCW, video conference, videogame

17 Networking for collaboration: video telephony and media conferencing



Robert S. Fish, Robert E. Kraut

April 1994 **Conference companion on Human factors in computing systems CHI '94**

Publisher: ACM Press

Full text available: pdf(228.25 KB) Additional Information: [full citation](#), [references](#), [citations](#)

18 Scaling video conferencing through spatial tiling

Ladan Gharai, Colin Perkins, Allison Mankin

January 2001 **Proceedings of the 11th international workshop on Network and**

operating systems support for digital audio and video NOSSDAV '01**Publisher:** ACM PressFull text available: [pdf\(195.71 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We describe an approach to scaling video conferencing, with the use of active agents. Such agents tile video frames into one, by modification of their respective meta-data and adjustment of their video frame rate if necessary. The spatial tiling agents are located within a network, and participants in the session unicast video to the "closest" agent. The agent then multicast the tiled video to the group of all participants. Results show that spatial tiling incr ...

19 The effects of the two modes of video-conferencing on the quality of group decisions 

Shinji Takao, Ichiro Innam

June 1998 **Proceedings of the 1998 ACM SIGCPR conference on Computer personnel research SIGCPR '98****Publisher:** ACM PressFull text available: [pdf\(286.57 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)**Keywords:** decision quality, group decision, video-conferencing**20 The conference control channel protocol (CCCP): a scalable base for building conference control applications** 

Mark Handley, Ian Wakeman, Jon Crowcroft

October 1995 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication SIGCOMM '95**, Volume 25 Issue 4**Publisher:** ACM PressFull text available: [pdf\(1.18 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents the Conference Control Channel Protocol (CCCP), a new scheme intended for controlling conferences ranging from small, tightly coupled meetings, to extremely large loosely coupled seminars. We describe the requirements of such a scheme, and present a framework for building systems that connect together new and existing applications.

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Video conferencing network - group of 6 »

EN Tompkins, TC Arends, MW Barry - US Patent 4,847,829, 1989 - Google Patents
 ... [45] Date of Patent: [54] **VIDEO CONFERENCING NETWORK** [75] Inventors: E. Neil Tompkins;
 Thomas C. Arends; Michael W. Barry, all of San Antonio, Tex. ...
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Video conferencing as a technology to support group work: a review of its failures - group of 2 »

C Egidio - Proceedings of the 1988 ACM **conference** on Computer-supported ..., 1988 - portal.acm.org
 ... Intuitively, it would seem that a **video conference** is the closest thing to "being there". Furthermore, there is solid justification in ...
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System, method and article of manufacture with integrated video conferencing billing in a ... - group of 2 »

US Patent 5,867,494, 1999 - freepatentsonline.com
 ... Users can participate in **video conference** calls in which each participant can simultaneously view the **video** from each other participant and hear the mixed ...
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J Weber, R Loos - US Patent 4,995,071, 1991 - Google Patents
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 Bad Soden; Rolf Loos, Muenster, both of Fed. ... **VIDEO CONFERENCE INSTALLATION** ...
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Multiparty videoconferencing at virtual social distance: MAJIC design

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